

# Fallout 3

S.P.E.C.I.A.L BOBBLEHEADS LOCATIONS (PDF)

by vhayste®



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## Quick Facts

*What are bobbleheads and what is their significance in the game?*

Bobbleheads are collectibles that adds a permanent bonus to your specific skill or S.P.E.C.I.A.L attribute. There are 20 of them scattered throughout the fallout world. Some are quite easy to acquire, others... well, you will need to fight through hordes of enemies before reaching them. If you have acquired the keys to your house in Megaton (by disarming the bomb), there is a pedestal there where you can display all your prized bobbleheads. Collecting all bobbleheads will also reward you an achievement or trophy.

*What are the skills needed to acquire them?*

Aside from good shooting and tactical skills, you should have at least 50-75 Science and Lockpicking skills. Most of the good stuff are locked behind doors that can only be lockpicked or opened by hacking computer terminals. You will also have access to additional ammo, weapons and supplies if you have high Science and Lockpicking skills.

*If I displayed them in the pedestal in my house, will the bonus stats be removed?*

No, the bonuses are permanent. They're just displayed to help you keep track how many bobbleheads you need to collect, and of course, serve as bragging rights.

## Using this Guide

This guide will just list the general directions and how to access the locations of the bobbleheads. Exploration is still an integral yet the most enjoyable part of the game so I'll leave the item exploration for the players. I will also make a quick rundown of the notable items that you should obtain (like skill books and special weapons) If you have problems finding a specific location, you may consult the detailed map of the Capital Wasteland [here](#). Note that S.P.E.C.I.A.L bobbleheads will always give an additional point to an attribute while skill bobbleheads add +10 points to a specific skill. Remember that you can concentrate getting the bobbleheads at your own pace. I suggest taking the easier ones first like the Strength and Repair bobbleheads for example.

## AGILITY

**Location:** Greener Pastures Disposal Site

**Finding:** Easy (Difficulty of finding the location)

**Obtaining:** Easy (Difficulty of obtaining the bobblehead)

The disposal site can be reached from following landmarks:

- Southwest of Old Olney (1 grid\* left, 2 grids down)
- Southwest of Vault 92 (2 grids down)
- Northeast of MDPL-13 Power Station (1 grid up, 2 right)

This is a highly radioactive location so bringing in Rad-Xs and Radaways are necessary if your level is low. In the other hand, you should do fine if you have a Radiation Suit equipped instead. There might be usual robot or animal enemies along the way, but other than that, you shouldn't encounter heavy resistance. Radiation Suits can be obtained from nearby bodies such as the Wasteland Recluse inside the Makeshift Shack (northeast side of the disposal site) or the dead scientist south of the disposal area (between the trucks). The Makeshift Shaft also contains the *D.C Journal for Internal Medicine* and next to the dead scientist is the *Big Book of Science* skill book.

The bobblehead is located inside the office building, the only concrete edifice in the area. Your prize is sitting beside the computer terminal. Don't forget to obtain the *Nuka-Cola Quantum*, the *Bottlecap Mine* by the workbench and various weapons, ammo and items from the safe.

\*Your map is lined with grids that will help you locate specific locations from their landmarks.



## CHARISMA

**Location:** Vault 108

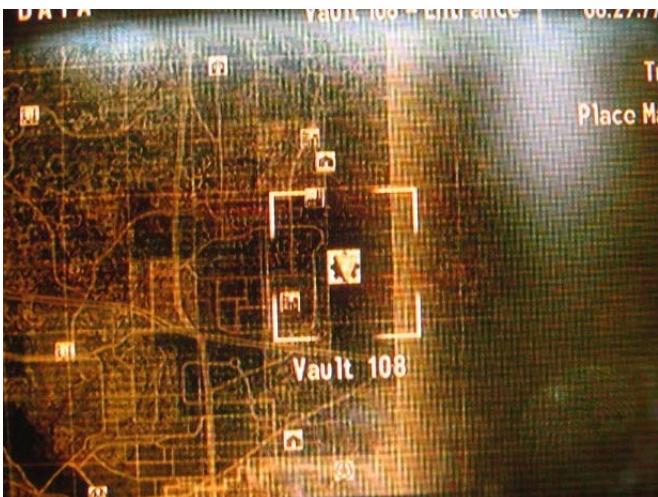
**Finding:** Average

**Obtaining:** Average

Vault 108 is in the middle-eastern part of the map. The entrance is a small, wooden door so unless you keep a sharp eye, it's pretty easy to miss it. The vault is located from the following landmarks:

- East of Corvega Factory
- South of Canterbury Commons and Robot Repair Center (1 grid right, 2 grids down)
- South of Robot Repair Center (1 grid right, 1 grids down)

If you haven't unlocked or marked those locations yet, start from Big Town. Vault 108 is within the same "line" further to east. Just trace the horizontal line from Big Town and you should find Vault 108 in the eastern edge of the map.



Once you've located the Vault, you'll need to go deep in the vault to locate the bobblehead. This vault is infested with crazy Gary clones which you can happily slaughter. Grab the Nuka-Cola Quantum behind the crates in the Entrance area. There is also in the cafeteria, by the Living Quarters. Make your way to the Cloning Labs then to the infirmary. You should find the bobblehead, sitting on a table inside what appears to be a central clinic. There is also *Lying, Congressional Style* skill book in one of the tables in the same room.

## ENDURANCE

**Location:** Deathclaw Sanctuary  
**Finding:** Hard  
**Obtaining:** Average

This is unarguably the most dangerous bobblehead you'll need to acquire so I suggest to attempt getting this if you have an uber powerful weapon (such as the Alien Blaster) and a high level. This is an enclosed tunnel with at least seven Deathclaws inside. If you have faced a Deathclaw before, you should know how dangerous a single one is. This cave is where the unique Laser Gatling called Vengeance is located, as well as the unique Ripper called Jack. The latter can only be acquired from an Enclave Officer wandering deep inside the cave. Enclave soldiers and officers will only be available after the Waters of Life main quest.



Since the cave's location is somewhere you won't normally venture during main and side quests, you'll need to manually place a marker to know where you're going. Also, there are no familiar locations you can use as a landmark, like forts or settlements. Open up your map and start from the top-left corner. Count 4 grids down and three grids right. The Sanctuary is located right beside Broadcast Tower KB-5 so it's not that hard to miss. On your way, you might encounter several mutants, raiders and the like which will make your journey perilous, unless you've unlocked some nearby locations already.

Fortunately, the bobblehead is located in the first chamber by the entrance. Go down the slope and look beside it to find a rotting Brahmin Corpse.

The bobblehead should be located in a small pedestal with a *Mini-Nuke* and a *Nikola Tesla and You* skill book. There is also a *Nuka-Cola Quantum* nearby as well. Before entering the cave, there should be a locked locker containing various ammo, weapons and recovery items as well as a *Duck and Cover* skill book.

## INTELLIGENCE

Location: Science Lab, Rivet City

Finding: Easy

Obtaining: VERY easy

Since this exact same room is part of the story, you will come across this bobblehead whether you like it or not. It is sitting in top of the table, near the lockers.



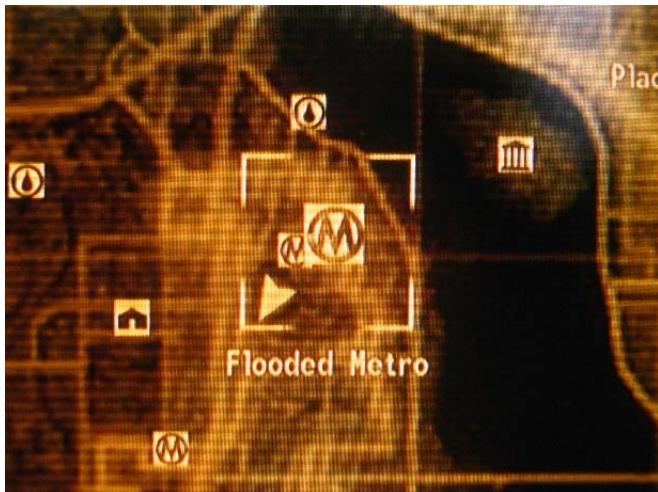
## LUCK

Location: North Arlington Cemetery

Finding: Average

Obtaining: VERY easy

The location of the cemetery is quite enclosed so you'll need to take the subway tunnels to reach it. Fortunately, you can find this place right from the start. From the Super Duper Mart, go southeast and follow the river bank to reach Wilhelm's Wharf. Go further south and look for a metro tunnel entrance to your right (east side) called Flooded Metro. Go through this short and straightforward tunnel. Once you've reached the other side, look for a small house standing up the hill. Enter the house and head to the basement to find the bobblehead sitting on the shelf. You can scour the house for a Big Book of Science skill book, a safe and some medical packs. Southeast of the cemetery is food processing plant called Mama Dolce's. It contains a wealth of skill books and some Chinese ghouls you can kill.



## PERCEPTION

Location: Republic of Dave

Finding: Average

Obtaining: VERY easy

This self-established republic is situated in the northeastern corner of the map. Simply make your to the northeastern corner and you should find this fenced settlement, past the MDPL-16 power plant. Talk to the kid at the gates to gain entrance then enter the shack to the left as you enter. The bobblehead is sitting in the shelf as well.



This is a location that is part of a sidequest called "You gotta shoot them in the head" that can be activated from Mr. Crowley from the Underworld. This is where the unique hunting rifle called Ol Painless is located. You may need to kill Dave for the key though.

